IN THE CLAIMS:

Please **AMEND** claims 5, 20, and 22-24 as shown below.

1. (Previously Presented) A method, comprising:

collecting statistics associated with a frequency of use of at least one first quality of service parameter applied in session resources pertaining to said switching system;

recording information to a connection cache pertaining to a session resource, if in said statistics said frequency of use of at least one second quality of service parameter associated with said session resource is high enough to warrant said recording, said information comprising said at least one second quality of service parameter;

checking in the processing of a session establishment or modification request said connection cache for at least one matching session resource, for which said at least one second quality of service parameter matches properties required of said session resource, said at least one second quality of service parameter being among said at least one first quality of service parameter; and

using said session resource in the establishment of at least one communication path pertaining to said session establishment or modification request.

2. (Previously Presented) The method according to claim 1, wherein at least one of said session resources is a cross-connection in a switch.

3. (Previously Presented) The method according to claim 2, wherein said cross connection is an asynchronous transfer mode level virtual circuit connection and said switch is an asynchronous transfer mode switching core.

4. (Previously Presented) The method according to claim 1, wherein at least one of said session resources is a connection to a computer unit hosting a digital signaling processing application.

5. (Currently Amended) The method according to claim 1, wherein at least one of said session resources is a media stream processor~~processing means~~.

6. (Previously Presented) The method according to claim 1, wherein said matching utilizes at least one quality of service parameter pertaining to the session request.

7. (Previously Presented) The method according to claim 1, wherein said switching system is an asynchronous transfer mode switching system.

8. (Previously Presented) The method according to claim 1, wherein said switching system is a universal mobile telecommunications system radio network controller.

9. (Previously Presented) The method according to claim 6, wherein said quality of service parameter is bitrate.

10. (Previously Presented) The method according to claim 4, wherein said computer unit is grouped into at least one computer unit group, computer units from said computer unit group being used for sessions associated with predefined incoming or outgoing connections.

11. (Previously Presented) A system, comprising:

means for switching communication paths;

means for receiving session establishment or modification requests;

means for collecting statistics on a frequency of use of at least one first quality of service parameter applied in session resources used by sessions pertaining to said session establishment or modification requests;

a connection cache for recording information pertaining to a session resource, if in said statistics said frequency of use of at least one second quality of service parameter associated with said session resource is high enough to warrant said recording, said information comprising said at least one second quality of service parameter, said at least one second quality of service parameter being among said at least one first quality of service parameter; and

means for reusing said session resource, the information of which has been stored in said connection cache, in the context of a new session establishment or modification request.

12. (Previously Presented) The system according to claim 11, wherein at least one of said session resources is a cross-connection in a switch.

13. (Previously Presented) The system according to claim 11, wherein said cross-connection is an asynchronous transfer mode level virtual circuit connection and said switch is an asynchronous transfer mode switching core.

14. (Previously Presented) The system according to claim 11, wherein at least one of said session resources is a connection to a computer unit hosting a digital signaling processing application.

15. (Previously Presented) The system according to claim 11, wherein at least one of said session resources is a media stream processing means.

16. (Previously Presented) The system according to claim 11, wherein said switching system is an asynchronous transfer mode switching system.

17. (Previously Presented) The system according to claim 11, wherein said switching system is a universal mobile telecommunications system radio network controller.

18. (Previously Presented) The system according to claim 14, wherein said computer unit is grouped into at least one computer unit group, computer units from said computer unit group being used for sessions associated with predefined incoming or outgoing connections.

19. (Previously Presented) A node, comprising:

means for receiving session establishment or modification requests;

means for collecting statistics regarding a frequency of use of at least one first quality of service parameter applied in session resources used by sessions pertaining to said session establishment or modification requests;

a connection cache for recording information pertaining to said session resource, if in said statistics said frequency of use of at least one second quality of service parameter associated with said session resource is high enough to warrant said recording, said information comprising said at least one second quality of service parameter, said at least one second quality of service parameter being among said at least one first quality of service parameter; and

means for reusing said session resource, the information of which has been stored in

said connection cache, in the context of a new session establishment or modification request.

20. (Currently Amended) The node according to claim ~~19~~27, wherein at least one of said session resources is a cross-connection in a switch.

21. (Previously Presented) The node according to claim 20, wherein said cross-connection is an asynchronous transfer mode level virtual circuit connection and said switch is an asynchronous transfer mode switch.

22. (Currently Amended) The node according to claim ~~19~~27, wherein at least one of said session resources is a connection to a computer unit hosting a digital signaling processing application.

23. (Currently Amended) The node according to claim ~~19~~27, wherein at least one of said session resources is a media stream processing means.

24. (Currently Amended) The node according to claim ~~19~~27, wherein said telecommunications system is a universal mobile telecommunications system.

25. (Original) The node according to claim 24, wherein said node is a radio network controller.

26. (Original) The node according to claim 22, wherein said computer unit is grouped into at least one computer unit group, computer units from said computer unit group being preferred for sessions associated with predefined incoming or outgoing connections.

27. (Previously Presented) A node, comprising:

a call control application configured to receive session establishment or modification requests;

a resource selector application configured to collect statistics regarding a frequency of use of at least one first quality of service parameter applied in session resources used by sessions pertaining to said session establishment or modification requests;

a connection cache configured to record information pertaining to a session resource, if in said statistics said frequency of use of at least one second quality of service parameter associated with said session resource is high enough to warrant said recording, said information comprising said at least one second quality of service parameter, said at least one second quality of service parameter being among said at least one first quality of service parameter; and

said resource selector application configured to reuse a session resource, the information of said session resource is stored in said connection cache.